

Figure 1 Computer Display System

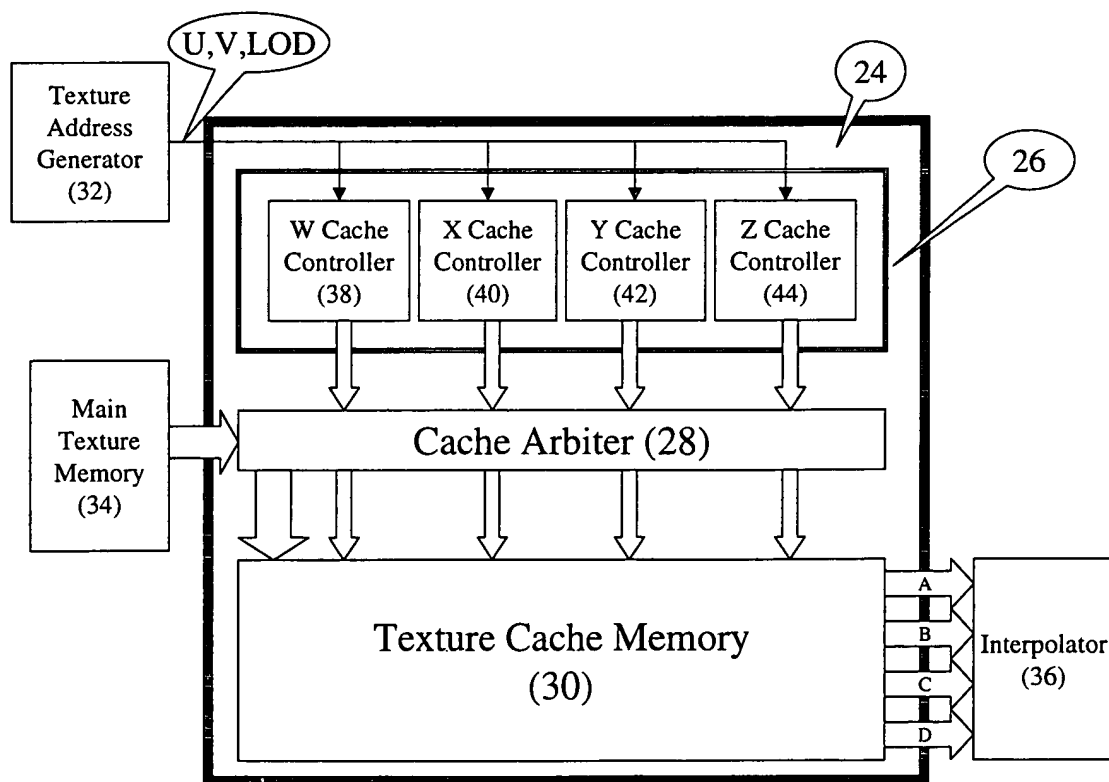


Figure 2 Texture Cache System

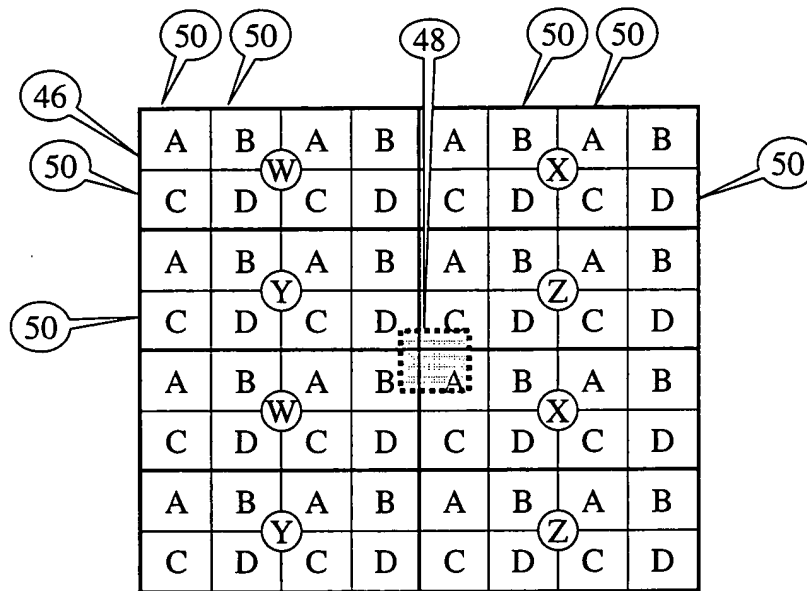


Figure 3 Texel Type

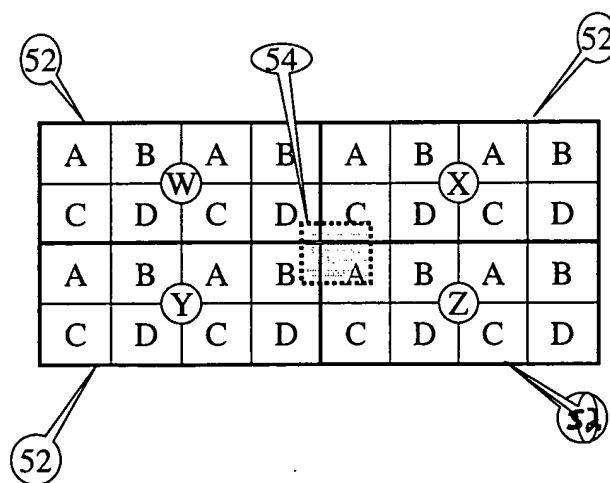


Figure 4 Texture Block Identifiers

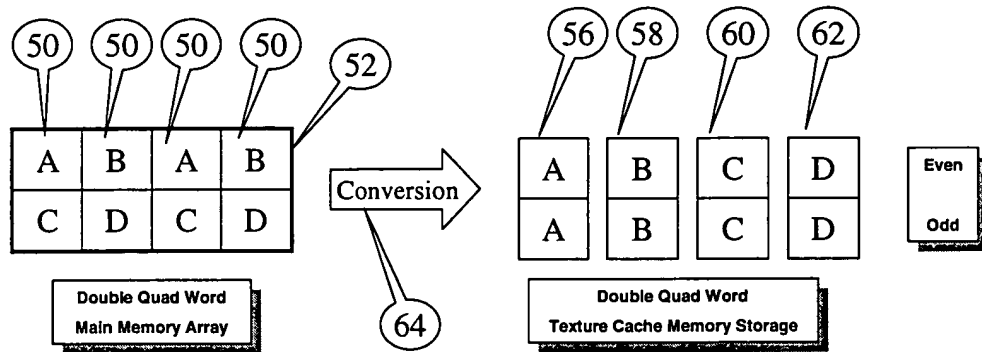


Figure 5 Memory - Cache Mapping

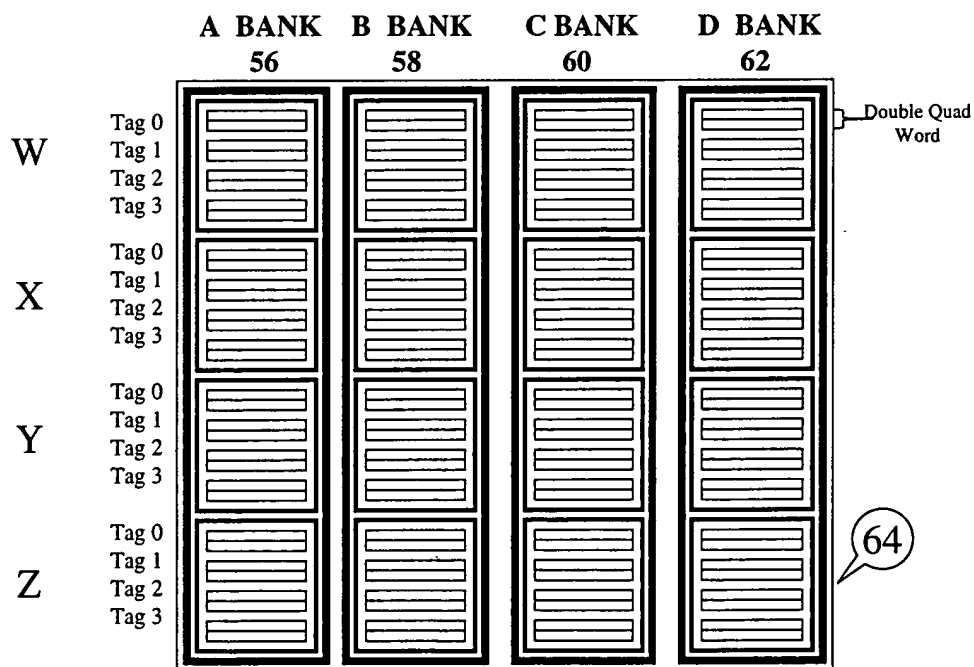


Figure 6 Texture Cache Memory

